



1



2

Why is Behavior Management Important?

- ☑ Employees and volunteers who lack skills may resort to unacceptable behavior management methods.
- ☑ Unacceptable, incorrectly used, or unauthorized methods may result in youth verbal, physical, sexual, or emotional abuse, serious injury, or death.

3



Environment

- ☐ Set expectations daily
- ☐ Carefully and strategically plan the schedule
- ☐ Alternate types of activities
- ☐ Structure transition times
- ☐ Match activities with age and ability
- ☐ Monitor your own attitude and behavior
- ☐ Have a Plan B



4

Motivation

- ☑ System-wide
 - ☑ Daily implementation
- ☑ Individual
 - ☑ Point systems



5

Teaching

- ☑ Clarify rules
- ☑ Explain why the behavior needs change
- ☑ Explain what you want to see
- ☑ Practice
- ☑ Start anew



6

Redirection

- ☑ For misbehaviors only
- ☑ Respond quickly
 - ☑ Enlist others' help
 - ☑ Provide an alternative activity
 - ☑ Increase supervision/ support of the youth at the time

7 

Consequences

- ☑ Follow your program's policies
- ☑ Options
 - ☑ Temporary removal from activity
 - ☑ Temporary loss of privilege
 - ☑ Behavior plans

Other options at Youth & Government conferences and events?

8 

Self-Management

- ☑ Know your limits
- ☑ Remove yourself as necessary
- ☑ Use time off as an opportunity to revive yourself
- ☑ Seek advice and be willing to learn new ways to interact
- ☑ Accept that different people work better with some kids

9 



Praesidium Solutions

- Know Your Score!* Online Self Assessment
- Model Policies and Policy Analysis
- Screening and Selection Solutions
- Armatus® Learn to Protect Training System
- Youth and Parent Education
- Adoption and Implementation Consultation Meetings
- Ongoing Consultation
- Ongoing Evaluation of Praesidium Service Delivery by Ys
- Monthly Abuse Prevention Webinars
- Praesidium Helpline
- Praesidium Community
- Certified Praesidium Guardian



10



KEEP IN TOUCH

Erica Smith, MSW
 Account Manager
ESmith@praesidiuminc.com

Praesidium
 800.743.6334
www.PraesidiumInc.com

11
